

ABSTRACT OF THE DISCLOSURE

5 A method and apparatus for optimizing game design and
development upon multiple gaming systems includes an authoring
system in which a set of authoring tools and game components are
provided to an authoring computer. The authoring computer
operates under the control of a game designer to produce a set of
10 game design files which define a game to be played upon a gaming
device such as a slot machine. A collector transforms the game
design files into ordered game data files which may then be
transferred to a host gaming device. A game data player and
interface are provided within the host gaming device. The game
15 data player in response to the game data files provides a
sequence of interpretive instruction commands which are
communicated to and which interpretive sequence the game play of
the host game play device. The use of the game data collector
and game data player facilitate gaming authority approval and
20 provide great flexibility allowing any game data player equipped
host gaming device to play any game data collected game without
adaptation or alteration.